

## CLAIMS

What is claimed is:

1. A method for playing a twenty-one game using a deck of playing cards, comprising:

5 initiating a game session;

providing a plurality of playing squares configured to receive a plurality of playing cards from said deck;

providing each dealt playing card with a value where,

Kings, Queens and Jacks count as 10 points,

10 Aces count as either 1 or 11 points, and

all other cards have a point value that corresponds to their face value;

performing a plurality of game events wherein each game event comprises drawing one or more playing cards from said deck and transferring each of said playing cards to one of said plurality of playing squares;

15 performing a plurality of chargeable actions wherein each chargeable action comprises charging said player at least one credit for drawing said one or more playing cards from said deck and transferring said one or more playing cards to said plurality of playing squares; and

awarding said player one or more prizes according to a dynamic payable.

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2. The method of claim 1 wherein said initiating of said game session is initiated by receiving one or more credits.

3. The method of claim 1 further comprising displaying a top card from said deck of playing cards and awaiting a player instruction to transfer said top card to one of said plurality of playing squares.

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4. The method of claim 3, wherein prior to receiving said player instruction, said player has an opportunity to evaluate a plurality of different actions.

5. The method of claim 1 further comprising permitting said player to terminate  
10 said game session after each game event.

6. The method of claim 1, wherein said dynamic payable further comprises  
a triggering event that is configured to start at least one game history counter  
for each of said plurality of playing squares, said triggering event is associated with a  
15 total count of 21 points, and

a threshold event that is engaged after one or more triggering events, said  
threshold event configured to use said game history counter to modify a subsequent  
prize associated with a subsequent triggering event.

20 7. The method of claim 6 wherein one of said triggering events comprises a  
blackjack combination, said blackjack combination including an Ace and a single  
playing card having a count of 10.

8. The method of claim 7 wherein said threshold event awards a same suit blackjack combination a better prize than a same color blackjack combination.
- 5 9. The method of claim 7 wherein said threshold event awards a same color blackjack combination a better prize than a mixed suit blackjack combination.
10. The method of claim 6 wherein said triggering events also comprises a 21 count combination that comprises more than two cards.
- 10 11. The method of claim 10 wherein said threshold event awards a same suit 21 combination a better prize than a same color 21 combination.
12. The method of claim 10 wherein said threshold event awards a same color 21  
15 combination a better prize than a mixed suit 21 combination.
13. The method of claim 6 wherein said player is awarded a bonus prize after said player has used all 52 cards.
- 20 14. The method of claim 6 further comprising removing a plurality of cards within one of said playing squares after said player is awarded a prize.

15. The method of claim 1 further comprising networking a plurality of said interactive games.

16. A twenty-one gaming system comprising:

5 a player interface configured to display,

at least one deck of playing cards in which Kings, Queens and Jacks count as 10 points, Aces count as either 1 or 11 points, and all other cards have a point value that corresponds to their face value, and

10 a plurality of playing squares which are configured to receive at least one of said playing cards;

a credit meter configured to identify each chargeable action in which at least one credit is charged to a player each time one of said playing cards is transferred from said deck to one of said plurality of playing squares;

15 a processor in operative communication with said player interface and said credit meter, said processor configured to determine when to award said player a prize; and

a memory communicatively coupled to said processor, said memory configured to store a dynamic paytable that identifies prizes awarded for having said player reach a total count of 21 for one or more of said playing squares.

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17. The gaming system of claim 16 further comprising a monetary input component communicatively coupled to said processor, said monetary input component configured to convert money to said at least one credit.

5 18. The gaming system of claim 16 further comprising a termination button configured to permit said player to terminate said game session after one of said plurality of cards is dealt.

19. The gaming system of claim 16 further comprising a network interface card  
10 communicatively coupled to said processor, said network interface card configured to permit said electronic gaming system to communicate with another networked device.

20. A method for playing a twenty-one game using a deck of playing cards, comprising:

initiating a game session;

providing a plurality of playing squares configured to receive a plurality of  
5 playing cards from said deck;

providing each dealt playing card with a value where,

Kings, Queens and Jacks count as 10 points,

Aces count as either 1 or 11 points, and

all other cards have a point value that corresponds to their face value;

10 performing a plurality of game events wherein each game event comprises  
drawing one or more playing cards from said deck and transferring each of said  
playing cards to one of said plurality of playing squares; and

awarding said player one or more prizes according to a dynamic payable,  
wherein said dynamic payable further comprises,

15 a triggering event that is configured to start at least one game history  
counter for each of said plurality of playing squares, said triggering event is  
associated with a total count of 21 points, and

a threshold event that is engaged after one or more triggering events,  
said threshold event configured to use said game history counter to modify a  
20 subsequent prize associated with a subsequent triggering event.

21. The method of claim 20 wherein said initiating of said game session is initiated by receiving one or more credits.

22. The method of claim 20 further comprising displaying a top card from said  
5 deck of playing cards and awaiting a player instruction to transfer said top card to one of said plurality of playing squares.

23. The method of claim 22, wherein prior to receiving said player instruction, said player has an opportunity to evaluate a plurality of different actions.

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24. The method of claim 20 further comprising permitting said player to terminate said game session after each game event.

25. The method of claim 20 wherein one of said triggering events comprises a  
15 blackjack combination, said blackjack combination including an Ace and a single playing card having a count of 10.

26. The method of claim 25 wherein said threshold event awards a same suit blackjack combination a better prize than a same color blackjack combination.

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27. The method of claim 25 wherein said threshold event awards a same color blackjack combination a better prize than a mixed suit blackjack combination.

28. The method of claim 20 wherein said triggering events also comprise a 21 count combination that comprises more than two cards.

5 29. The method of claim 28 wherein said threshold event awards a same suit 21 combination a better prize than a same color 21 combination.

30. The method of claim 28 wherein said threshold event awards a same color 21 combination a better prize than a mixed suit 21 combination.

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31. The method of claim 20 wherein said player is awarded a bonus prize after said player has used all 52 cards.

32. The method of claim 20 further comprising removing a plurality of cards  
15 within one of said playing squares after said player is awarded a prize.

33. The method of claim 20 further comprising networking a plurality of said interactive games.



34. An interactive twenty-one gaming system comprising:

a player interface configured to display,

at least one deck of playing cards in which Kings, Queens and Jacks  
count as 10 points, Aces count as either 1 or 11 points, and all other cards have  
a point value that corresponds to their face value, and

a plurality of playing squares which are configured to receive at least  
one of said playing cards;

a processor in operative communication with said player interface, said  
processor configured to determine when to award said player a prize; and

a memory communicatively coupled to said processor, said memory  
configured to store a dynamic paytable, said dynamic paytable further comprises,

a triggering event that is configured to start at least one game history  
counter for each of said plurality of playing squares, said triggering event is  
associated with a total count of 21 points, and

a threshold event that is engaged after one or more triggering events,  
said threshold event configured to use said game history counter to modify a  
subsequent prize associated with a subsequent triggering event.

35. The gaming system of claim 34 further comprising a monetary input

component communicatively coupled to said processor, said monetary input  
component configured to convert money to said at least one credit.

36. The gaming system of claim 34 further comprising a termination button configured to permit said player to terminate said game session after one of said plurality of cards is dealt.

5 37. The gaming system of claim 34 further comprising a network interface card communicatively coupled to said processor, said network interface card configured to permit said electronic gaming system to communicate with another networked device.